March comes in like a lion
Chica Umino

3月のライオン

羽海野チカ

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JETS COMICS

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羽海野チカ

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新人王となった零は様々な人々の期待を受け
宗谷名人との記念対局に臨む。
その対局をきっかけに
零は宗谷の重大な秘密を知ることになる。
一方・島田八段は棋匠戦で初タイトルをかけ
柳原棋匠と死闘を繰り広げていた…
お互いのすべてを出し尽くした勝負の行方は…？
「戦い続ける事」その重さと読者の方に問いかけます。
様々な人間が、何かを取り戻していく優しい物語です。

（平成24年12月15日）

message

Recent Photo of the Author's cat.

羽海野チカ

Chica Umino

'Ding-dong. Is Bun-chan the—re?'

'Yes, she's here - I'm her.'

Recently, Mama has been inquiring like this a lot.

I'm worried she's a parent that will never be able to let go of her child.

But I am an adult, so I will always care about my Mama.

After all, I only have one Mama in this whole wide world.

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羽海野チカ

将棋監修●先崎学八段

8

Chapter 74 White Storm ② 7

Chapter 75 White Storm ③ 27

Chapter 76 White Storm ④ 45

Chapter 77 White Storm ⑤ 61

Chapter 78 Restart 75

Chapter 79 Burnt Field ① 91

Chapter 80 Burnt Field ② 107

Chapter 81 Burnt Field ③ 125

Chapter 82 Burnt Field ④ 141

Chapter 83 Being Here 155

This is a work of fiction. There is no connection to actual people, groups, or events whatsoever.

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Chapter. 74

White Storm ②

3月のライオン

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Chica Umino

I wonder why.

—Suddenly, I remembered

—A time when I was a child
...YEAH.
In my garden

There was a white crane
with large wings that had wandered in.
THIS KIND OF LAD
I-huh?

WHA

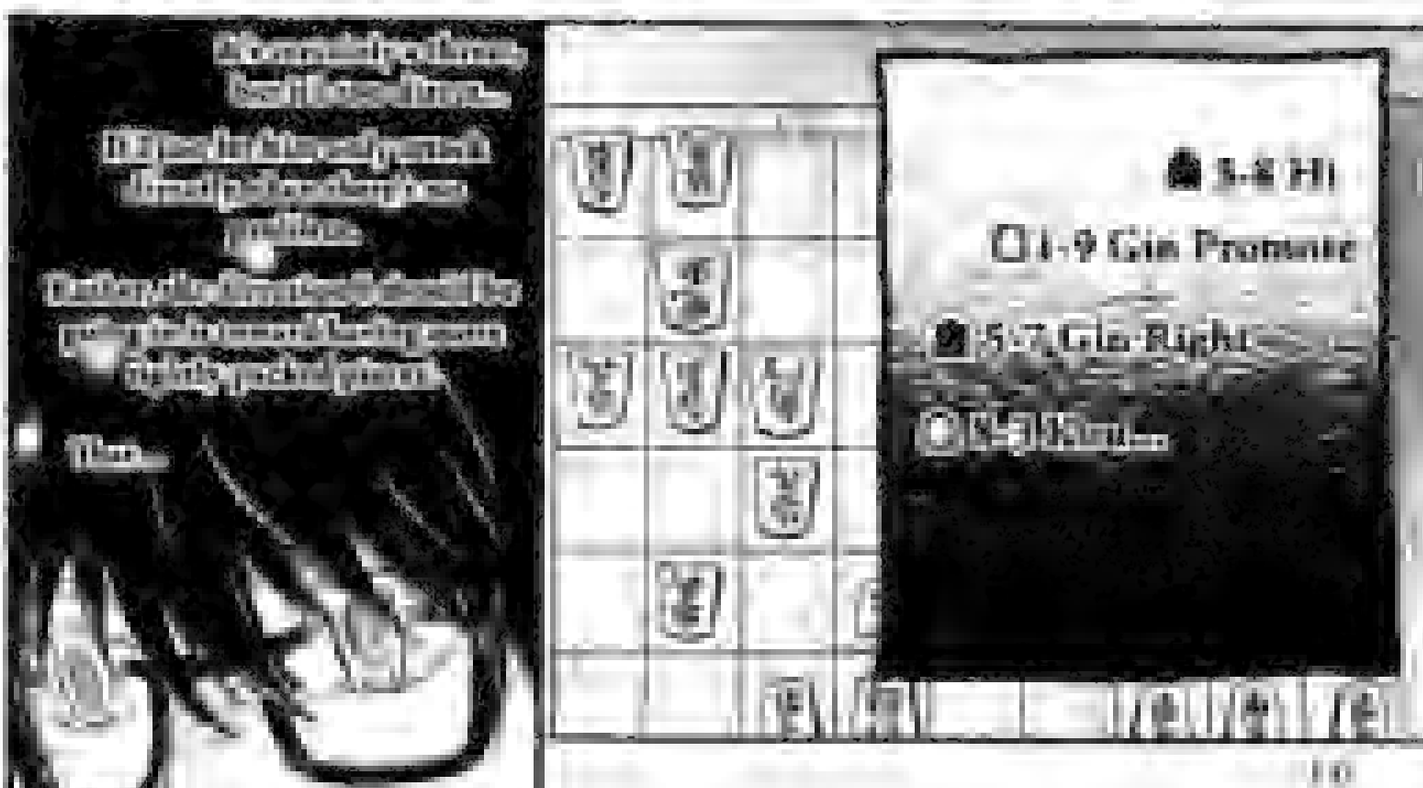
he's been a character in a story this whole time
It's strange...
but now he's sitting right in front of me.

—Grab aggrieve.
Remember when
you said (yesterday)
And I'm
playing against him—
Moving
and breathing.
—but
if I go into this with anything other than the goal of "winning"
I'm fully aware of the enormous difference between us
compete with this person.
I have to
Starting now,

MUTUAL WARIGA HIGH
OH MAN! THEIR PLAY FLOWED THIS WAY NATURALLY!
I SUPPOSE THAT'S BECAUSE THIS IS THEIR FIRST GAME.
WILL PERHAPS THEY'RE TRYING TO SET A PACE FOR EACH OTHER?
my head will
go flying in an instant.
LET'S HAVE A GOOD GAME.

—2-8 Gin.

I've never seen that move before... Is this research?



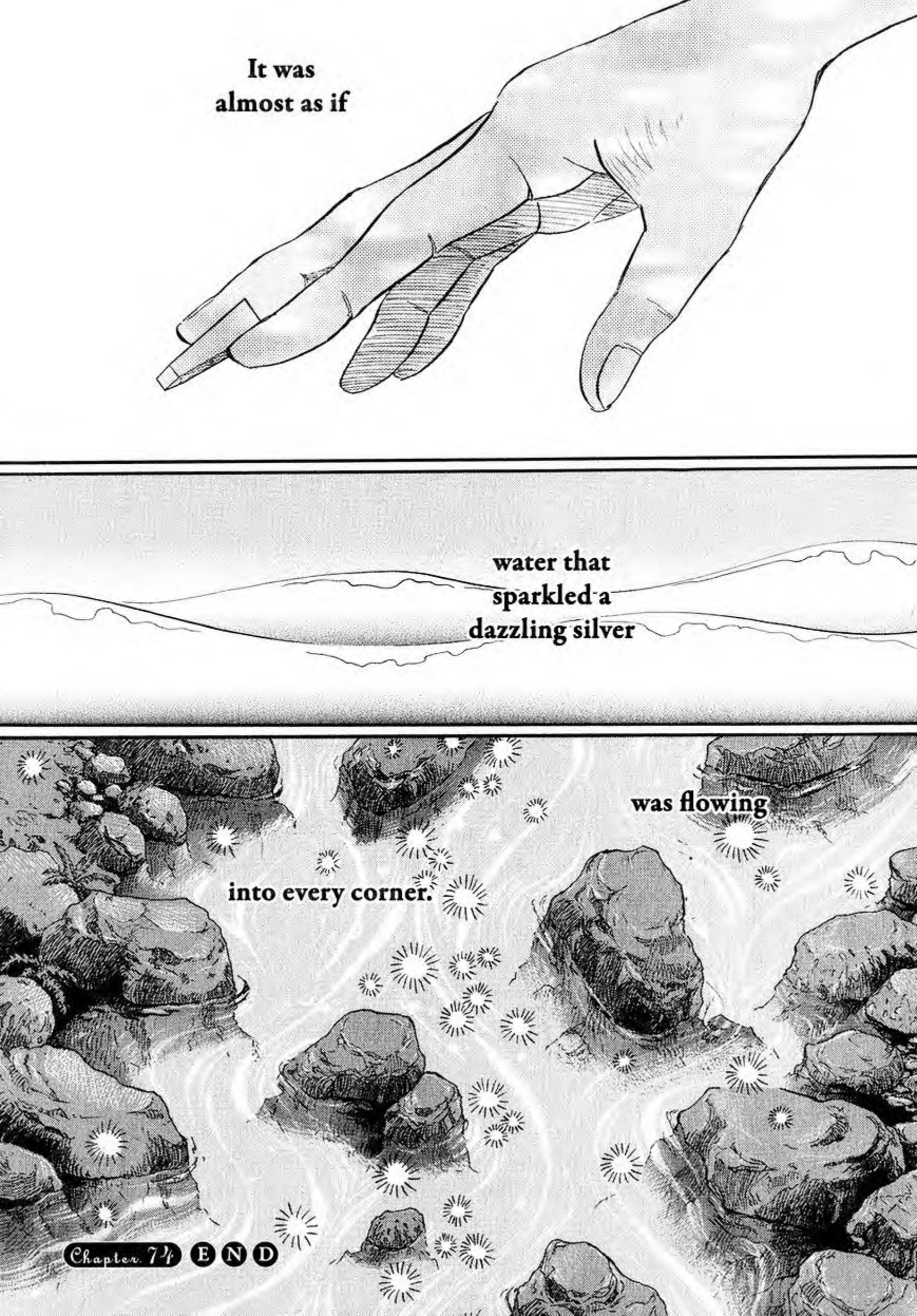
kaka head is it.
UP

That's right.
Ch-1 Fu
Chiaru Gin Left
I'll just move to today
BUT THAT WOULDN'T HELP ANYTHING
Ch-2 Fu
Ch-3 Fu
Ch-4 Fu
Ch-5 Fu
Ch-6 Fu
Ch-7 Fu
His koto head is soup for this...
Why didn't I realize?! I've got Ch-6 Fu, don't I?!
Shit...
Ch-6 Fu...
Why is it
What am I doing...?!
that the moment I let go of the pieces
I felt a slight jolt of pain in my fingertips
7-4 Fu

If he threatens with 8-6 Fu now then...
I've got nothing left!!
8-6 Fu...

9-5
Kaku
7-7 Kin
Side
HOW WILL YOU RESPOND?
TAKE WITH SAME FLIP

GEEZ.
THAT'S WHY I'M INTERESTED IN THIS GUY.
HE'S PLAYING THE OPTIMAL MOVES IN A MATTER-OF-FACT WAY.
OOH.
HE DIDN'T TOUCH THE BAIT.
AND RESTRAINEDLY PLAYED 7-3 FU PROMOTE!
a bright flash seemed to flare up.
In my mind, with every clack of the pieces
After that, I was in a trance.
I realized
that in my head
something was gradually becoming connected.


It was
almost as if
water that
sparkled a
dazzling silver
was flowing
into every corner.
Chapter. 74 END

Senzaki Manabu's Lion Shogi Column
AN ARTICLE BY SENZAKI MANABU 1

WHY... DO PEOPLE PLAY BAD MOVES...?! THE REASON IS...

The game of Shogi is truly difficult so even pro players will often play bad moves: people who have been playing shogi constantly since childhood can easily slip up. Or for another way of putting it, even if there is some decisive best move from the perspective of some kind of shogi god, a human is swimming in an endlessly changing ocean.

For a start, while there are usually only around one or two good moves, there are mountains of bad ones. There are two major groups of bad moves: the first is the type that, on a difficult board, you end up playing after slowly pondering it. To a certain degree, you could say mistakes like these are inevitable - on a board with many possible moves, it's not easy to find a move that's flawless.

The other kind is a simple, careless bad move made on a very simple board. Commonly, this is called a blunder - the kind that, when looked at in hindsight, was a stupid move that lost you the game. I have experience with them myself and there is nothing more frustrating. You start seething with anger, "How many years have I been playing shogi?!", and for a while after that the board won't leave your head and it can be hard to sleep.

Bad moves frequently show up in the end game. Perhaps because the players are tired, or simply because there's only one good move. For example, the opponent's gyoku could be mated, but you play another move - anyone would call that a bad move. But by that logic, it's much harder to tell what a bad move is in the opening. But moving along that line of thought, there are few moves that can be specifically stated as bad moves. Surely from a god's perspective, all human moves are bad ones, but they just can't tell.

There are conditions which make bad moves happen much more easily. The first is when seconds are being read off, I think the reason here goes without saying: you don't have enough time to think the move through. The next is after lengthy considerations - this seems like a contradiction to the seconds being read off, but because the sorts of boards that need lengthy considerations are so difficult, bad moves happen frequently there too.

Also, something that seems very human-like to me is the moment where you think you're going to win. The instant you think you can win a shogi game that's stretched on, you stop paying careful attention and make bad moves. And this sometimes connects to losses; blunders frequently happen at these moments. Pro players are well aware of this, so even if they're certain they'll win, they pay careful attention to not overly relax.

Bad moves are moves that call more bad moves. The moment you realize you've made one you can get flustered and end up making a poor move on the next turn as well. And that is really an awful situation - that's a sure way to lose a game. Even if you take these examples, if you don't want to play bad moves, strengthening your mental fortitude is vital.

HI WA MATA NOBORU

THE SUN WILL RISE AGAIN

3-GATSU NO LION VOLUME 8

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